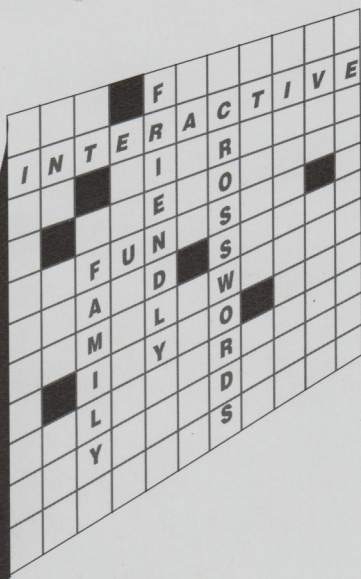


MS-DOS
For IBM/Tandy or
100% compatibles

Interactive Computer Crosswords™



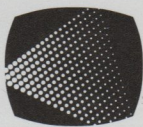
User's Guide

The ultimate vocabulary game!

LAPWORDS™

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- Hours of enjoyment — always different!



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Interactive Computer GraphicsTM

With Variations

User's Guide



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Interactive Computer Crosswords[™] and Variations

Introduction

Interactive Computer Crossword games are a group of exciting new computer games that expand the challenge of crosswords. Unlike traditional crossword puzzles, Interactive Computer Crosswords are really interactive games for the whole family. They can be played by children from six to 106.

Getting Started

What You Need

An IBM AT, or 100% compatible, computer with 640K of RAM memory, and 700K of hard disk space. The game can be played from the floppy drive without installing it on a hard disk drive; however, the game plays much faster from a hard drive.

Backup Copies

Please make a backup copy of each of your disks. It's wise to have them in case your master disks are accidentally erased, damaged, or lost.

Installation Instructions

If you are going to install Interactive Computer Crosswords on your hard disk, place the game diskette in the floppy drive and type "Install C:", and press Return. The game is automatically installed on the C hard disk drive under the directory "CWGAME". To run the game from the \CWGAME directory, merely press the keys CW, then press Enter. If you want to run the game from the floppy drive, place your backup copy in the floppy drive

and type "CW." The game will begin, but remember it will run slower this way.

Mouse

The game can be played by using a mouse compatible with the computer system. The mouse should be installed according to the instructions that came with it. All references in this guide refer to the main keyboard keys, *not* to the numeric pad keys.

The Games

Basics

A player can play against the computer (Interactive Computer Crosswords), or another player (Double Cross), several players (Double-Double Cross), or even teams can play. The games are played by the players alternately entering words of their choice in the Field of Play. The first word may be entered anywhere on the Field of Play. A player enters a word by using the arrow keys, or mouse, to move the Selecting Arrow to a square where the word is to begin, then selects the direction of the word, by pressing the "Insert" key, or left mouse button, for a horizontal word, or the "Delete" key, or right mouse button, for a vertical word.

The player then types in the word of choice on the keyboard. If the word is not the first word entered in the game, it must include a letter of an existing word as part of the new word. If the dictionary is on, the computer will verify that the word is a legal word and, if it is, will award the player the number of points it earns.

The game can be played for points, with a point awarded for each letter of each word entered (also see Bonus Points) and will continue until the number of words selected have been entered. The player with the most points at that time is the winner. The player(s) also can choose to save the game and finish it at another time (see Saving a Game in HOW TO PLAY).

Word entry examples:	<u>first word</u>	<u>second word</u>	<u>third word</u>
			L
		P	P A
A N D	A N D	A N D	A N D
	D	D	D

The Interactive Computer Crosswords package contains two basic games, Interactive Computer Crosswords and Last Word, as well as several game variations. There is almost an endless variety of games possible, with no two games, or variations, being identical.

Interactive Computer Crosswords Game

This game is played between a single player and the computer. The object of Interactive Computer Crosswords is to score the most points. Points are awarded on the basis of one point for each letter of the word. Bonus points are earned by forming words of more than ten letters, by creating Side Words, or by making a Field Shift play. If a player cannot think of a word without consulting a reference, he loses that turn (see Stepping Through in HOW TO PLAY).

Last Word Game

This game can be played between a single player and the computer, between two players, or up to four players or teams. The object of Last Word is to be the player (or team) who enters the last legal word. Ordinarily, the player who goes second would always enter the last word. To offset this, a Bonus Turn is earned when a word entered produces more than one word (Side Words), a word of more than ten letters, or results in a Field Shift. The extra turn changes the sequence of who has the opportunity to enter the last word and increases the competition. If a player cannot think of a word without consulting a reference, his turn is over (see Stepping Through in HOW TO PLAY).

Double Cross

Double Cross is played between two people on a single personal computer. If played on two personal computers, they must be connected by modem, or on a network, and the game must be installed on both using the Multiple

Installation feature, *not included with this package*. The players compete against each other; each trying to come up with words that will win the game, either by points or by entering the last word.

Double-Double Cross

Double-Double Cross is a game for two to four teams of two or more people per team. The rules are the same as those of Double Cross, except that the players on each team can consult with each other before the word is entered. The word to be entered, as well as the placement of the Black Squares, if that is the option selected, is decided by the team players. The game is played in rotation by the players, as in bridge or other card games. The winners are determined by points, or by which team enters the last word.

Interactive Features

Some of the interactive features of the game, which can be used strategically against the opponent, are:

- (1) **Field Shift** — The Field of Play screen can be shifted during play of the game to accommodate new words. If a player wants to enter a word that appears longer than the space showing, a field shift may be possible. This feature can be used strategically to hinder an opponent by changing the position of where his next apparent word would be entered.

A Field Shift can only be made by entering a word that is longer than the field shown. If there are sufficient empty squares beyond those showing on the field, the word will be accepted, the field shifted, and the player awarded the bonus point(s). To see if there are enough empty squares off the playing field, the player can move the Selecting Arrow in that direction. If the field shifts, the player then counts the number of squares available to see if enough are available to enter the word. If there are, by entering the word, the field shifts and the player is credited with the bonus point(s).

- (2) **Black Squares** — The player has the option of either letting the computer create a random pattern, and enter all the black squares on the

field of play before the game begins, or for the players to enter the black squares during the game as part of each player's turn. If the player chooses to enter the black squares, they must be placed in an empty square adjacent to any letter of the word just entered.

- (3) **Word Entry** — The player can choose the position, direction and length of words to maximize his score and even to block an opponent's next apparent move.

Set-Up Mode

Once the player loads the game, the Set-Up Screen will be displayed (Figure 1). Using the keyboard controls, or mouse, the player sets each option to customize the game.

Special Function Keys

The function keys F1, F2, F3, and F10 at the top of the keyboard perform special functions during game set-up and play. The functions and their designations are shown in the lower right hand side of the Status Board. The function performed by each function key is listed above it. At different stages in the games the functions may change, but their current functions are always shown.

Vertical word entry bar

Status Board

PLAYER #1	15
PLAYER #2	SCORE
PLAYER #3	SCORE
PLAYER #4	SCORE
WORDS REMAINING	20

MESSAGE SCREEN

Instruction Screen

Horizontal word entry bar

NAME OF PLAYER

MODE

NUMBER OF WORDS

BLACK SQUARES

DICTIONARY

BY POINTS

20

BEFORE GAME

ON

HELP RUN LOAD QUIT

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F1 F2 F3 F10

Figure 1, Set-Up Screen

Options

The player has five options that can be used to customize the game. The options are (1) the number of players to play, (2) the mode of play, (3) the number of words in the game, (4) the pre-game, or during game, black square selection, and (5) a choice of whether to use the computer's electronic dictionary or not. Instructions for entering each option are shown in the Message Screen. The player moves through the option selections using the up and down arrows, and changes the options shown using the left and right arrows.

When the player has selected all the options of choice, the F2 function key is pressed to begin the game.

Name(s) of Player(s)

Up to four players, or teams, can be listed on the player roster. The name of each player is entered one at a time, and upon pressing Return, the name is

automatically transferred to the player roster in the upper right-hand portion of the Set-Up screen (see Figure 1). The accumulated score for each player appears in the square to the right of the player's name as the game is played.

To play against the computer, the player enters his name, presses Return, then enters "COMPUTER," presses Return, and the Computer appears as the other player. Entering a single name, and pressing the Down Arrow also automatically enters the Computer as the other player. Pressing the Down Arrow also moves the option selection to the next option.

Mode

Mode determines how the game is to be won. The game can be won either by selecting the most points (Interactive Computer Crosswords) game, or by which player enters the last legal word (Last Word game). The default is to play for points. Pressing the left or right arrow toggles between the mode choices.

Number of Words

The number of words in the game determines the length of the game, and the size of the Field of Play. Games of ten (10) to fifty (50) words can be selected. When the Number of Words window is highlighted the number of words in a game can be selected. The number of words in the game can be changed when that option window is highlighted by using the right or left direction arrows to increase (right arrow), or decrease (left arrow), the number of words. The default setting is 20 words.

Black Squares

The Black Squares can be entered on the playing field in two ways.

- (1) ***Before the Game*** — If this option is selected the computer will create a random pattern and enter all the black squares on the field of play before the game begins.
- (2) ***During the Game*** — If this option is selected, the players can enter the black squares themselves as a part of each player's turn during the game. If the players elect to enter the black squares, the square must

be placed adjacent to a letter of the word they just entered, by placing the cursor on the desired square and pressing the "Insert" key.

Dictionary

The options are either "on" to use the self-contained electronic dictionary, or "off" not to use the dictionary. If the "on" dictionary option is selected, words entered during the game are instantly checked for correct spelling. A word is accepted if it corresponds to a word in the resident dictionary. Most standard words are contained in the dictionary. If the "off" option is selected, any word entered by a player will be accepted by the game, and it is up to the players to verify the spelling of their own words. The default mode is to use the computer's resident dictionary.

How to Play

The screenshot displays the game interface. On the left is a crossword grid with some squares filled in black. Below the grid is a row of 15 empty squares for word entry. On the right is a control panel with the following elements:

PLAYER #1	18
PLAYER #2	

WORDS REMAINING 20

MESSAGE SCREEN

ACTIVE PLAYER	18
SIDE WORDS	
FIELD SHIFT	
TOTAL	
EXTRA MOVE	

HELP F1 SOUND F3 EXIT F10

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Figure 2, Playing Field

Playing Keys

All references in this guide refer to the main keyboard keys, *not* to the numeric pad keys.

- The *arrow keys*, or *mouse*, allow the player to move the Selecting Arrow around the playing field.
- The “Insert” key indicates a horizontal word is to be entered.
- The *left Mouse button* indicates a horizontal word is to be entered.
- The “Delete” key indicates a vertical word is to be entered.
- The *right Mouse button* indicates a vertical word is to be entered.
- The <— key erases a letter.
- The “Enter”, or “Return”, key is used to mark the end of a play.
- The “esc” key reverts the mode of play to the previous mode.

Winning the Game

Games are won either by accumulating the most points or entering the last legal word in the game. Points, bonus points, and bonus turns are awarded in Interactive Computer Crosswords and Last Word as follows:

- 1 point is awarded for each letter in a word that is accepted.
Bonus Points — Two points are awarded for each word over ten letters long.
- 1 point is awarded for each square in the direction of the Field Shift.
Bonus Turns — In the game Last Word, an immediate extra turn is awarded to the player making a Field Shift or Side Word.
- 1 point is awarded for each letter of every side word formed.
Bonus Points — 2 bonus points are awarded for the first side word, and doubles for each of the next side words, 4 points, 8 points, etc.

Word Entry

Words are entered by typing them on the keyboard, then pressing the “Enter” key. The “Start Square” on the Field of Play indicates where the first letter of the word will be entered. The location of the Start Square may be changed by using the Arrow Keys, or Mouse, to position the Selection

Arrow. Once the Start Square is selected, the direction of the word is determined by pressing the "Insert" key, or left Mouse button, to enter a word horizontally, or the "Delete" key, or right Mouse button, to enter a word vertically. The player then types in the word. The Backspace Arrow key (<—) on the main keyboard is used to erase a letter.

Side Words

As the game progresses, and letters of a new words are entered, they often are placed parallel to a word previously entered, and form a "Side Word" by using adjacent letters of the other word. The player earns points for Side Words, as well as for the original word entered. However, the player must identify the Side Words to receive credit. After each word the player enters, the computer will ask if the player wishes to point to Side Words. In order to get credit for them the player must then:

- (1) Position the Selection Arrow over the letter of the Side Word that is part of the word just entered.
- (2) Press the "Insert" (horizontal) or "Delete" (vertical) key to indicate the direction of the Side Word.

This procedure is repeated until all Side Words are identified.

Stepping Through

When a player cannot think of a word, or loses his turn for any other reason, the next player in line "steps through" the turn by pressing the "esc" key.

Saving the Game

To save a game in progress, press F10/EXIT. This places the game in a "pause" condition. Next, press the F3/SAVE key and the game will be saved. To finish the game later, progress to the SET-UP mode, press F3/LOAD, and the game will be reloaded.

What is Not Allowed

The following are not allowed:



- Using the same word twice
- Abbreviations (Dr., Mr.)
- Words of one letter
- Hyphenated words (mid-August, hand-to-hand)
- Contractions (can't, won't)

Screen Messages

Several messages may appear in the Message Screen during game play. If a player tries to enter a word that is not allowed or make an unacceptable move, one of the following messages might appear:

“Move Is Over” — Indication that player has completed a turn. Press the Return key to start next player's move.

“Square Taken” — This square is one in which a letter cannot be entered, for example, a black square. The player must move the Selecting Arrow to a different square.

“Black Square Invalid” — A black square cannot be placed in this square. A black square must be placed in an empty square adjacent to any letter of the word just entered.

“Not In Dictionary” — The dictionary option is turned on and the word just entered is not in the computer's memory. The player will be asked to enter another word.

“Crossing Impossible” — Either the word just entered does not include a letter of an existing word, or is not long enough to reach an existing word. The word is erased by pressing “Enter” or “Return.” The player can then enter another word. When a new word is entered, it must include a letter of a previously entered word or it is not accepted and cannot earn points.

“Word Already Used” — The word just entered has previously been entered. A word can only be entered once, but variations of the word may be entered. For example, “change” and “changing” can both be used.

“Shift Not Possible” — A shift of the Field of Play is not possible in that direction.

“Wrong Position” — The Selection Arrow is on a square that does not correctly identify the letter of a Side Word that is part of the word just entered.

Field Shift

Since the Field of Play is the area in which words can be entered, the size of the field is determined by how many words are selected in Number of Words option on the Set-Up screen. The Field of Play may extend beyond the area displayed. One of the unique features of the game is that it is possible to move, or shift, the field of play either horizontally or vertically to accommodate a word.

For example, if a player wants to enter the word “changing,” but only five empty squares can be seen and not the eight that are needed. The player can verify if there are enough squares off the screen in that direction by moving the Selection Arrow in that direction. The screen will shift if any squares remain off the screen and will show them. The player then enters the word “changing,” which causes the field of play to shift and display the entire word. The player also earns an extra point for each square in the Field Shift. Shifting the field of play can also cause the opposing player to re-think the positioning of future words in other areas of the Field of Play.

A Field Shift is possible so that a longer word can be entered, but only if it will remain in the confines of the Field of Play, and only if a shift is still possible in that direction. Some words are too long to be accommodated by a Field Shift.

Game Variations

The following are variations of the basic games. Like the basic game, the players select the Set-Up options which are entered, words are alternately entered by the players, and they must use a letter of a previously entered word. Black squares are generated by the computer either before the game

begins, or by the players during the game. Unless otherwise specified, the scoring for each of these games is the same as for the basic game.

Low Ball

Played like Interactive Computer Crosswords, except the player(s) try to get as few points as possible. The strategy is to use short words and create no side words. Example: "on," "at," and "to" would be good words to use.

Short Words

The game is played using words of a specified length. The players agree before the game starts on how many letters each word must contain. Every word then entered must have this many letters. Example: Players agree that every word must be four letters or less. Any word of four letters or less can be used, such as "four," "two," and "in."

Long Words

A game similar to "Short Words" except the words all have to be at least a certain length or longer. Typically, long words would be over eight letters long.

In Case of Difficulty

If you are experiencing difficulty with the game, please consult your Warranty Card for the GIC Customer Service telephone and fax numbers.



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